
Subject: Re: Can't Ultimate++ use Japanese?
Posted by [kurete](#) on Tue, 08 Mar 2016 09:59:59 GMT
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I change the encode to UTF-8 BOM from UTF-8 in TheIDE.

Then Build became possible. However, the character isn't indicated.

Also, TheIDE stop movement when I input Japanese in this state.

TheIDE normally works when inputting Japanese using a copy and paste.

I'm using MSC15 for a Build method

What is this?
